



☆☆☆

APE ESCAPETM 3

☆☆

SONY



COMPUTER
ENTERTAINMENT ®

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

SCES-53642/ANZ

1 Player • Memory Card (8MB) (for PlayStation®2) : 370KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

Ape Escape™3 ©2006 Sony Computer Entertainment Inc. © 1987-2006 Konami Digital Entertainment Co., Ltd.
Library programs © 1997-2006 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Sony Computer Entertainment Europe. Developed by Sony Computer Entertainment Inc. Ape Escape is a trademark or registered trademark of Sony Computer Entertainment Inc. All rights reserved.



ENGLISH



THE STORY SO FAR...

It all started when the Professor invented a Monkey Helmet designed to boost simian brain-power. One of these helmets fell into the hands of a cocky young monkey called Specter, who then led a bunch of other apes on a mission to take over the world. He failed. Twice!

THIS TIME ROUND...

The monkeys have seized control of TV stations all over the world, and are broadcasting a new channel called Specter TV! The sheer stupidity of these broadcasts reduces all viewers to a state of complete lethargy. The brains behind this dastardly plot is, of course, Specter; but now he has teamed up with a mysterious partner, Dr. Tomuki... Unless someone puts a swift stop to the weird TV shows, the world will fall to the monkeys!

The Professor, along with the two heroes from our previous Ape Escape™ instalments, Kakeru and Hikaru, has already succumbed to the powers of SPECTER TV, so now it's up to Satoru and Sayaka to set out on a new monkey- catching quest!

HINT: For a more accurate target view, press the **L2** button. Press it again to exit.



ITEMS

Items can be picked up during a stage, or bought from Market Street. During a stage, they tend to appear when you defeat an enemy or break an object.

GOLD COINS



This is the currency that can be saved up and used to buy stuff from Market Street.

COOKIES AND JACKETS



Cookies represent Satoru's and Sayaka's health, and when they run out, you lose a Jacket. Replenish your stock by finding or buying more.

MORPH STOCK



If you acquire one or more of these, your ability to morph increases.

EXPLOSIVE PELLETS AND GUIDED PELLETS



These bullets are used with the Catapult. Explosive Pellets are especially powerful, and heat-seeking Guided Pellets can lock-on to enemies! Explosive Pellets and Guided Pellets can only be acquired at Market Street. Buy plenty for use in times of need.



PERSONAS

As you advance through the game, you gain the ability to morph yourself into different personas. This is how it works:

1. Fill up your Morph Gauge

Your Morph Gauge is replenished when you acquire some Morph Energy; it also fills up naturally as time passes. You can only transform when the gauge is full.

2. Morphing

Press the **R1** button and **R2** button together to leap into a 'Transformation Jump'. You can then choose the persona you want to morph into, and press the **X** button or the **Y** button to change...

3. Remember the Time Limit

You only have a certain amount of time under the guise of a different persona. To make sure you don't run out of time at a crucial moment, keep an eye on the timer which is displayed beside the Morph Gauge. When you buy Morph Stock at the Convenience Store, you can store up lots of Morph Energy, so you can do more morphing!

MORPHING AND GADGETS

While you're transformed, you can't use any Gadgets, but don't worry: each character has his or her own special moves and monkey catching techniques.

HINT: Your Morph Gauge fills up automatically, albeit slowly, over time. When you curl up and take a rest, it seems to make the gauge fill up faster.

FANTASY KNIGHT

This transformation enables you to protect yourself against fire, parry enemy attacks and mount powerful attacks yourself!

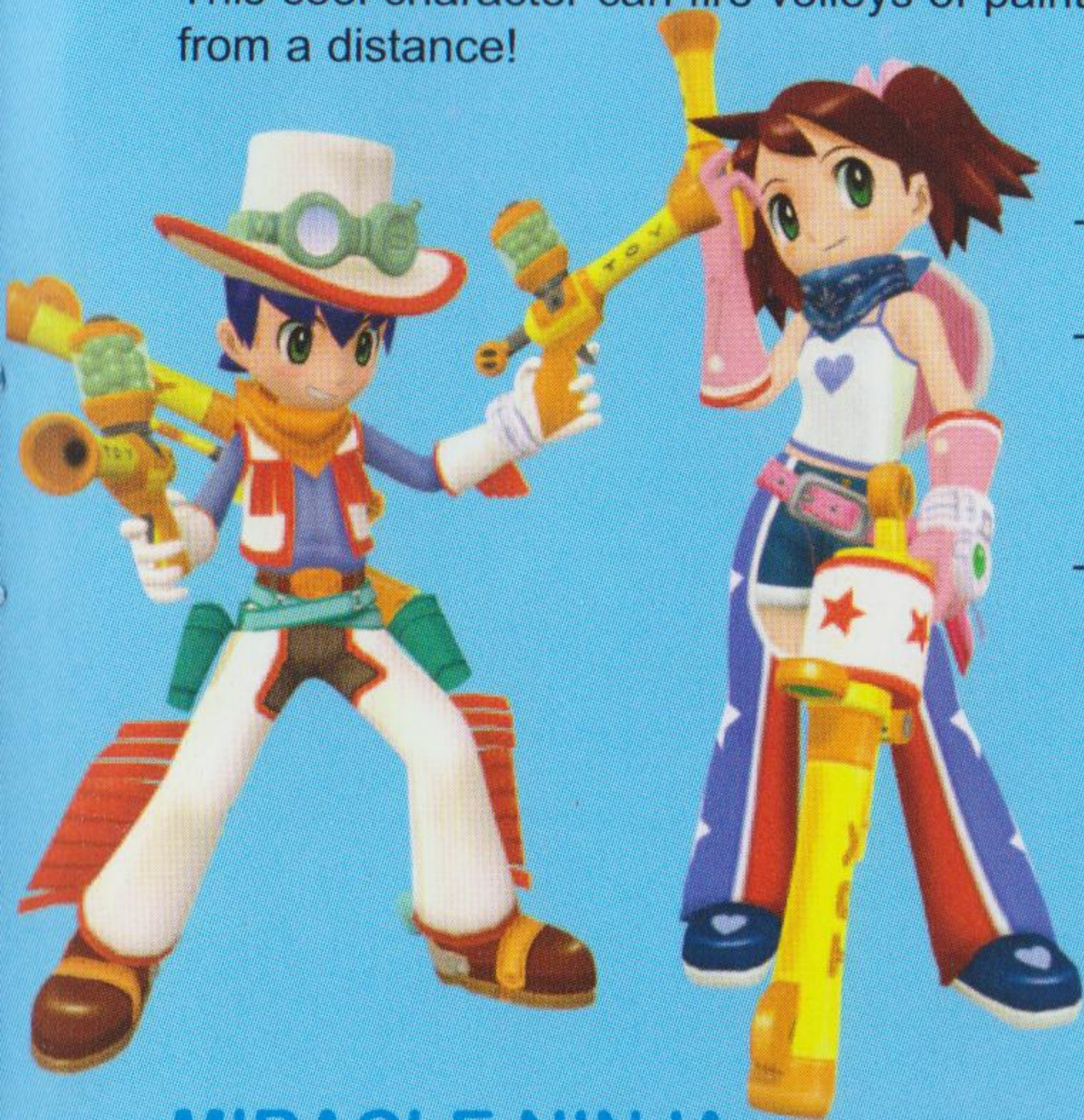


- Wield your sword using the right analog stick
- Attack with shock waves by rotating the right analog stick until the attack occurs
- Press the **R3** button to unleash a Magic Circle (used to catch monkeys)

HINT: Use the Fantasy Knight's shield to protect you from enemies and flames, but remember that the shield drops down whenever you attack. The Magic Circle can also be used mid-jump.

WILD WEST KID

This cool character can fire volleys of paint pellets and capture monkeys from a distance!



- Aim and fire your revolvers by pushing the right analog stick
- Rotate the right analog stick to fire your rifle, shooting a special pellet that automatically targets enemies
- Press the **R3** button to fire a net through the air to catch monkeys

MIRACLE NINJA

The fleet-footed Miracle Ninja has some extra special abilities; the Wall Run and the Flying Squirrel Glide are just two.



- Push the right analog stick in any direction to attack with the sword
- By Jumping towards a wall marked with a footprint symbol, or towards a tightrope, you can run across to the other side
- By holding down the **R1** button or **R2** button mid-jump, you can perform the Flying Squirrel Glide, gliding high in the air and travelling a long way!
- Rotate the right analog stick to call up some extra help! Two clones will appear and perform the same moves as Satoru and Sayaka
- Press the **R3** button to catch monkeys using the power of ninjutsu

HINT: See what happens if you curl up after transforming into the Miracle Ninja.

GENIE CHARMER

As this character, you can call up and command your own genie! Use the dancing genie to lead those monkeys on a merry dance.



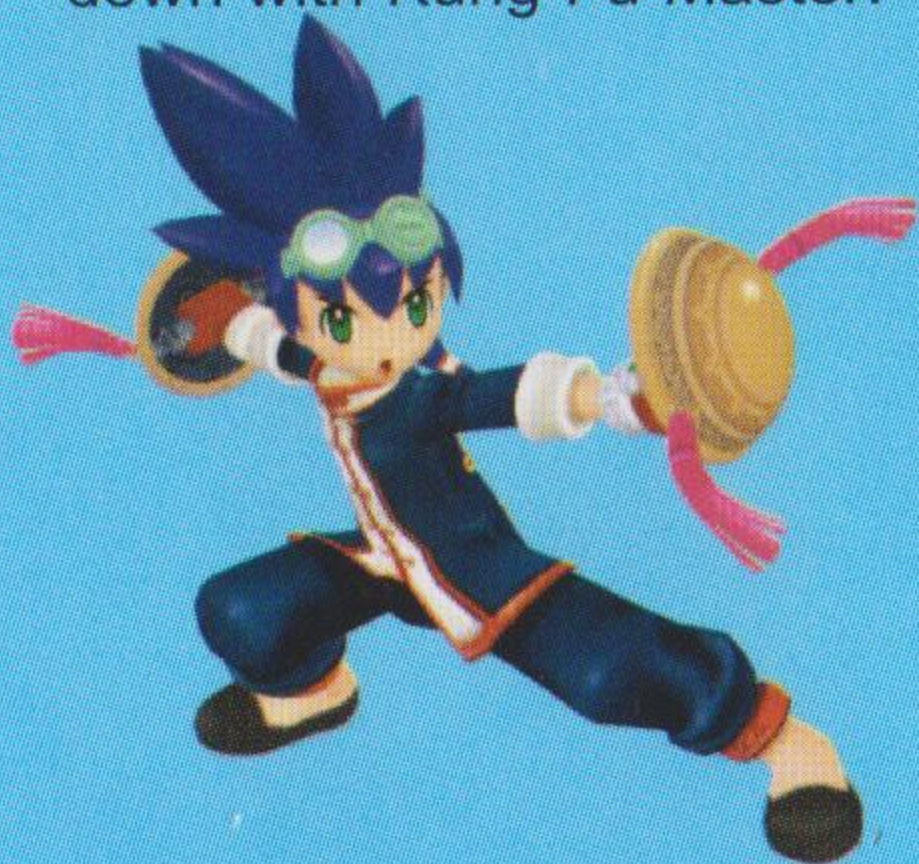
- Attack with your maracas, pushing the right analog stick to aim!
- Using the right analog stick, you can steer the genie like the RC Car. He'll helpfully attack by flailing his arms around!
- Rotate the right analog stick to make the genie perform the Genie Dance! That should keep those monkeys on the hop!
- By pressing the **R3** button, you can throw musical notes in front of the monkeys, thus catching them!



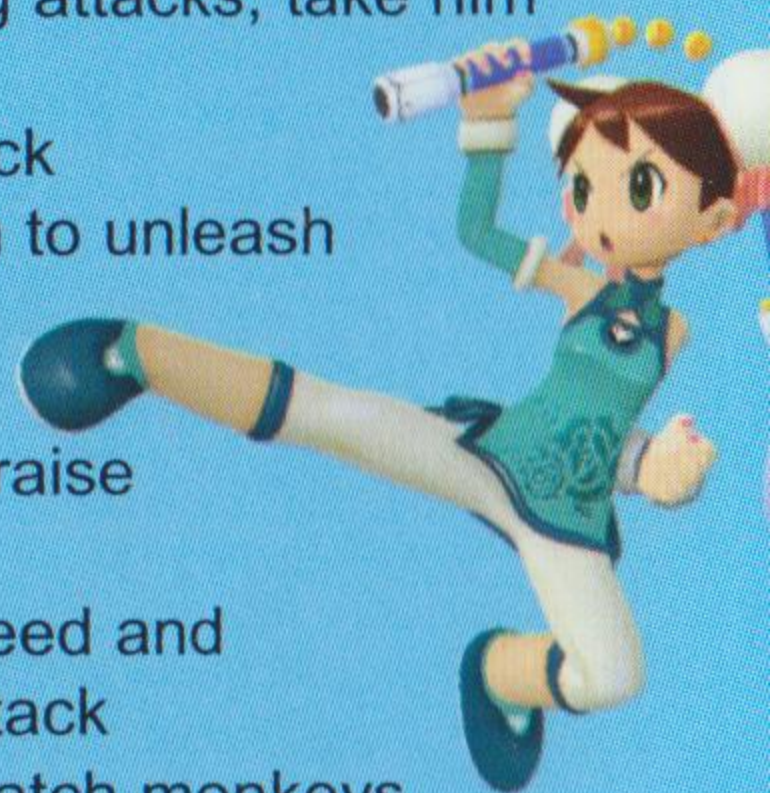
HINT: The genie is vulnerable to attacks that involve fire or water.

KUNG-FU MASTER

If you come up against an enemy who's good at blocking attacks, take him down with Kung-Fu Master!



- Push the right analog stick repeatedly and in rhythm to unleash a Combo attack!
- Rotate the right analog stick to build up chi and raise attack power
- This will increase the speed and power of your Combo attack
- Press the **R3** button to catch monkeys using the Nunchaku Net!



GOTCHAMAN

This transformation turns Satoru and Sayaka into their favourite superhero. As GotchaMan, he or she has amazing superpowers, can fly gracefully through the air and shoot a powerful laser bolt.



- Push the right analog stick to fire a laser attack. If it hits a wall, the laser bolt bounces off it!
- By pushing the left analog stick during a jump, you can 'dash' in mid-air! If you quickly release the left analog stick and push it again, you can fly even further
- If you rotate the right analog stick, your character will emit an electrical charge which can be used to attack approaching enemies
- Press the **R3** button to perform an extra-fast dash to snag monkeys





THE TV STATION

The TV Station is where you'll find Aki, and just outside is Market Street. It's called the 'TV Station' because you actually teleport 'inside' the TV in order to put a stop to Specter's TV broadcasts.

Data Bank

Use this when you need to save your current progress, or load a previously saved game.

Gallery

Here you can view items purchased on Market Street.

Home Theatre

Here you can watch movies and listen to audio CDs.

Training Zone

If you want to review any training sessions, go to the Training Zone!



Warp Pad

You can teleport to the stages from here.

Fortune Zone

What does fate have in store for you today? You can use captured monkeys to tell your fortune!

Minigame Corner

This is where you can play extra games bought at the Hobby Shop!

Market Street

This is where you'll find shops to buy supplies.

FORTUNE ZONE

Find out your destiny for today by having your fortune told in one of three ways. The more monkeys you can catch, the more fun you can have here.

TODAY'S FORTUNE

If you catch a monkey with the same birthday as you, you can read your fortune for today right here!

HOROSCOPE

If you catch a 'horoscope monkey' (a monkey with a star on its head) while playing a stage, you can read today's horoscope for that star sign.

ROMANCE FORTUNE

If you enter the birthday and specify boy or girl for both yourself and your true-love, you'll be able to get your romance fortune told.

MARKET STREET

On Market Street, you can use Gold Coins to buy items that will be useful during your adventures, plus minigames and all sorts of other stuff!

CONVENIENCE STORE

This shop sells things like Cookies and Jackets, so call in and stock up before you set off to play a stage. This is also the place to get hold of the Morph Stock that enables you to morph to a different persona more often.

BOOK SHOP

This shop sells different books and guides. Once you've bought a book, head for the Gallery!

HOBBY SHOP

This shop sells minigames, chassis for the RC Car and other stuff. If you buy a minigame, you can play it at Minigame Corner.

MUSIC SHOP

Buy movies and music that can be viewed or listened to on the Home Theatre.

SIMIAN CINEMA

Here you can create and view your own movies featuring the monkeys.

HINT: Keep checking back to each shop in case new stuff becomes available to buy.

SAVING AND LOADING PROGRESS

During the game, you can save your progress or load an alternative, previously saved game by visiting the Data Bank at the TV Station.

To save progress, choose 'Save' then select a file to save to. You can store up to six game saves on a single Memory Card.

To load a previously saved game, select 'Load', then choose the save file you want to play.



THE PAUSE SCREEN

Press the  button during the game, to access the Pause Screen. On this screen you can see how many Jackets (lives) you have remaining, the number of Gold Coins collected, the name of the current stage and the number of monkeys still to be caught.

You can also scroll through the following options by pressing , ,  or  followed by the  button or the  button:

SELECT GADGET

Use this screen to equip a Gotcha Gadget. Highlight the desired Gadget, then press the , ,  or  button to assign it to that button.

NOTE: You can also bring up the Select Gadget screen by pressing the  button during the game.

HINT: Satoru's and Sayaka's Gadgets differ slightly in design.

SELECT PERSONA

This is where you choose the character you want to turn into using Quick Transformation. This menu can only be selected if you have previously set Quick Transformation to ON via the Options Menu.

Quick Transformation enables you to transform much faster than usual, although you can only transform into one pre-set persona.

OPTIONS

Use this system of menu screens to change various game settings. If you choose 'Default Values' on any screen, all settings will be restored to their original status. Select Back to return to the previous screen.

Subtitles	Turns subtitles ON/OFF
Vibration	Toggle the vibration function of the Analog Controller (DUALSHOCK®2) ON/OFF
Quick Transformation	Turns ON/OFF the Quick Transformation function
Quick Gadget Select	Turns ON/OFF the Quick Gadget Select function

Displayed by pressing the **L1 button:**

Sound	Sets the output method to Stereo, Monaural or Dolby® Pro Logic® II
Music	Adjusts the volume of music
Sound Effects	Adjusts the volume of sound effects
Listening Point	Select the direction of sound (when the sound is set to Dolby® Pro Logic® II)

Displayed by pressing the **R1 button:**

Camera Movement	Sets the vertical movement of the First Person View camera to either Normal or Reverse
Screen Size	Sets the screen size to either Normal or Widescreen
Screen Position	Adjust the screen position by pressing ↑ , ↓ , ← or → to move the display
Screen Brightness	Check the brightness of the screen you are using

ESCAPE

Select Escape to quit a stage partway through and return to the TV Station. You won't lose the monkeys you have captured so far. Don't forget to save before you quit, though.



CONTROLLING SATORU AND SAYAKA

Push the left analog stick to walk/run

Push the left analog stick in any direction to move. If you push the left analog stick lightly your character will walk on tiptoe; push harder to make them run!

Press the **R1 button or **R2** button to jump**

If you press either button again during the jump, it turns into a double jump!

Press the **R1 button and **R2** button together for a Transformation Jump!**

Save up Morph Energy to change to a different persona!

Press the ○/×/△/□ button to switch Gadgets

Select the Gadget you want to use by pressing the button that it is assigned to.

Use the right analog stick to operate your Gadgets

The right analog stick can be manipulated in various ways to operate Gadgets. Master them as soon as you can!

OTHER MOVES

LIE DOWN/CRAWL/CURL UP

By pressing and holding the **L3** button, you can make your character lie down. If you push the left analog stick whilst lying down they will crawl along on their knees. By pressing the **R3** button as well, you can make them curl up and act invisible.

NOTE: If you jump while lying down or crawling, it turns into an 'upright jump'. If you do this with the Stun Club or the Monkey Net equipped, you can go straight into an attack after jumping.

CLIMBING

If you jump towards a tree or pillar, you can grab hold and climb up or down using the left analog stick.

HIP ATTACK

This is an attack performed by pressing the **L3** button during a jump.

BLOCK PUSH

If there's a square block, don't overlook it! You may be able to move it by pushing the left analog stick in the required direction.

HANGING

If you find yourself hanging from the edge of a cliff, don't panic, just press the **R1** button or **R2** button to jump up!

SWING

When you jump up to a horizontal rail and grab hold of it, you can swing along it, hand-over-hand, using the left analog stick. If you lose your grip and fall, jump up again.

CENTRE CAMERA AND FIRST PERSON VIEW

When it's hard to see your surroundings, or if you want to see something a long way away, use the Centre Camera function or First Person View. You can centre the camera by pressing the **L1** button – the camera will swing round behind Satoru or Sayaka.

You can look around from a first person perspective by pressing the **L2** button. Press **↑**, **↓**, **←** or **→** to look around, and push the right analog stick **↑** or **↓** to zoom in or out.



GOTCHA GADGETS

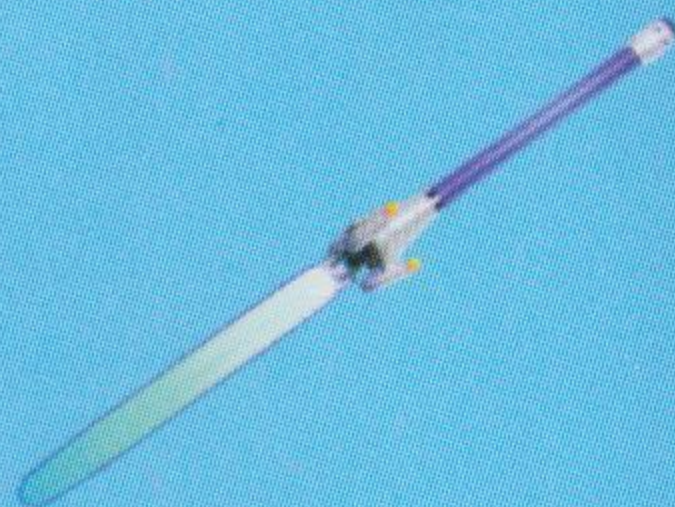
EQUIPPING AND SWITCHING GADGETS

When you get your hands on a new Gadget, don't forget to equip it. Press the  button to access the Select Gadget Menu, where you can assign up to four Gadgets to the , ,  button and  button. During the game, you can switch to a different Gadget simply by pressing the relevant button that you have assigned that Gadget to.



STUN CLUB

This Gadget can be aimed by pushing the right analog stick. By rotating the right analog stick, you can perform a Spin.



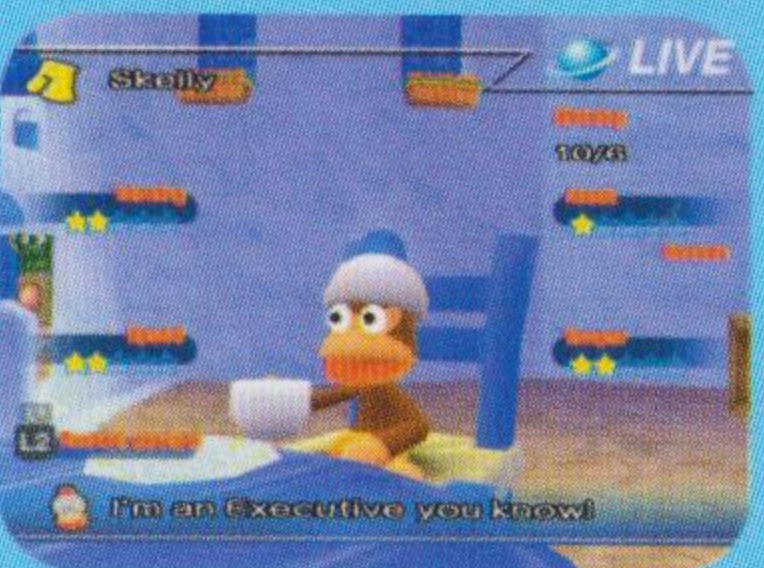
MONKEY NET

You need this to catch monkeys. Bring it down on their heads by pushing the right analog stick in their direction.



MONKEY RADAR

By gently rotating the right analog stick, you can find out where monkeys in your vicinity are located.



AQUA NET

When you dive into water, the Aqua Net will become automatically equipped. Push the left analog stick in any direction to swim.





Whilst swimming, you can press the **L3** button to dive, and the **R1** button or **R2** button to surface again quickly. Fire the Aqua Net by pressing the **R3** button. When you dive underwater, be careful not to run out of oxygen!

HINT: The Aqua Net enables you to swim faster underwater.

DASH HOOP

Rotate the right analog stick to build up power then move the left analog stick to do a super-fast dash! You can attack mid-dash by simply running into an enemy.



CATAPULT

Use this to hit distant objects! Pull the right analog stick **↓** and aim by pressing **↑**, **↓**, **←**, or **→**, then release the right analog stick to fire. You can switch between the three available types of ammunition by pressing the **R3** button. You have an unlimited supply of 'Normal Pellets', but will need to buy stocks of 'Explosive Pellets' and 'Guided Pellets' before you can use them.



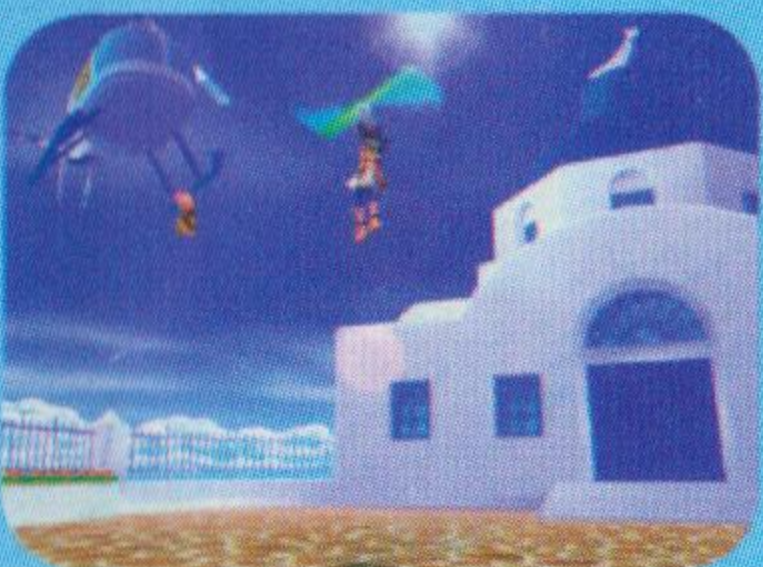
RC CAR

You can give monkeys and enemies all sorts of problems from a distance with this remote-controlled car! Press the **R3** button to launch the car then steer using the right analog stick. You can still move while using the RC Car and it can be summoned back to your feet by pressing the **R3** button.



SKY FLYER

Rotate the right analog stick to soar aloft! When riding the Sky Flyer, you can use the rotating propellers to attack. This comes in handy when you want to attack an enemy or monkey that is directly above you. Try jumping before using the Sky Flyer to fly higher and further.





VEHICLES

When you come across a vehicle you want to use, simply jump into it by pressing the **R1** button or the **R2** button. Jump out again when you want to leave.

SPORTS CAR



Accelerate

left analog stick ↑

Reverse

left analog stick ↓

Turn

left analog stick ←/→

Drift

right analog stick ←/→
(when turning)

ROBOT



Forward/Reverse

left and right analog stick
together ↑/↓

Slide

left and right analog stick
together ← or →

Turn left

right analog stick ↑

Turn right

left analog stick ↑

Jump

left analog stick ← plus right
analog stick →

Left punch

L3 button

Right punch

R3 button

Booster attack

L3 button and **R3** button
together

BOAT



Forward/Backwards rotate left and right analog
sticks together

Turn left

right analog stick (rotate)

Turn right

left analog stick (rotate)

TANK



Forward/Reverse

left and right analog stick
together ↑/↓

Turn left

right analog stick ↑ plus
left analog stick ↓

Turn right

left analog stick ↑ plus
right analog stick ↓

Machine Gun

L3 button

Cannon

R3 button

Support for Dolby® Pro Logic® II

1. Connect the PlayStation®2 console to the AV amps

Connect the analog audio output of the PlayStation®2 console's AV Multi Out connector or Digital Out (Optical) connector to the AV amps that have a built-in Dolby Pro Logic II decoder.

2. Set the options on the AV amps

Switch ON the AV amps' Dolby® Pro Logic® II function. The amps will have a Music mode and a Movie (or Cinema) mode: always select Movie (Cinema) mode.

3. Set the options in-game

Launch the game, and in the OPTION Menu, set SOUND to DOLBY® PRO LOGIC® II.

This product uses software developed by Tecgraf, PUC-Rio, Expat maintainers, Thai Open Source Software Center Ltd and Mr. Clark Cooper. For details, please see the notice below.

Copyright © 2003-2004 Tecgraf, PUC-RIO.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.

IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Copyright © 1998, 1999, 2000 Thai Open Source Software Center Ltd. And Clark Cooper

Copyright © 2001, 2002, 2003 Expat maintainers

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.

IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

The typefaces included herein are partially developed by DynaComware.

Customer Service Numbers

POWERLINE

FOR GAME HELP

• **Australia** ————— **1300 365 911*** ————— (No longer available.)
*(Calls charged at local rate.)

• **Österreich** ————— **0820 44 45 40**** ————— **0900 24 12 50***
**(0,116 Euro/Minute.) *(0,676Euro/Minute.)

• **Belgique/België/Belgien** ————— **011 516 406** ————— Le numéro n'est plus en service/Niet langer verkrijgbaar
Tarif appel local / Lokale kosten (No longer available.)

• **Česká republika** ————— **222 864 111** ————— **283 871 637**
Po - Pa 9:00 - 17:00 Sony Czech. Po - Pa 10:00 - 18:00 Help Line
Tarifováno dle platných telefonních sazeb. Tarifováno dle platných telefonních sazeb.
Pro další informace a případnou další pomoc
kontaktujte prosím www.playstation.sony.cz
nebo volejte telefonní číslo +420 222 864 111.

• **Danmark** ————— **70 12 70 13** ————— **70 12 70 13**
support@dk.playstation.com support@dk.playstation.com
Man-fredag 18-21; Lør-søndag 18-21 Man-fredag 18-21; Lør-søndag 18-21

• **Suomi** ————— **0600 411 911** ————— **0600-411911**
0.79 Euro/min + pvm 0.79 Euro/min + pvm
fi-hotline@nordiskfilm.com fi-hotline@nordiskfilm.com
maanantai - perjantai 15-21 maanantai - perjantai 15-21

• **France** ————— **N° Indigo 0820 31 32 33** ————— **08 92 68 22 02***
0,12 Euro TTC/MN *(0,34 Euro/minute)

• **Deutschland** ————— **01805 766 977**** ————— **0190 578 578***
**(0,12 Euro/minute) *(0,62 Euro/minute. Kinder und Jugendliche sollten vor dem
Anrufen der PlayStation-PowerLine die Eltern/
Erziehungsberechtigten um Erlaubnis fragen.)

• **Ελλάδα** ————— **00 32 106 782 000**** ————— (No longer available.)
**Εθνική Χρέωση

• **Ireland** ————— **0818 365065** ————— (No longer available.)
All calls charged at National Rate.

• **Italia** ————— **199 116 266** ————— Non più disponibile.
Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: (No longer available.)
11,88 centesimi di euro + IVA al minuto
Festivi: 4,75 centesimi di euro + IVA al minuto
Telefoni cellulari secondo il piano tariffario prescelto

• **Malta** ————— **23 436300** ————— **23 436300**
Local Rate. Local Rate.

• **Nederland** ————— **0495 574 817** ————— Niet langer verkrijgbaar.
Interlokale kosten. (No longer available.)

Please call these Customer Service Numbers only for PlayStation Hardware Support. Details of call costs apply only to PowerLine Game Help numbers. For Game Help, please call your local PowerLine number.

Customer Service Numbers

POWERLINE

FOR GAME HELP

• **New Zealand** ————— **09 415 2447** ————— **0900 97669***
National Rate. *(Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost \$1.50 (+ GST) per minute).

• **Norge** ————— **81 55 09 70** ————— **81 55 09 70**
0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com
Man-fredag 15-21; Lør-søndag 12-15 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com
Man-fredag 15-21; Lør-søndag 12-15

• **Portugal** ————— **707 23 23 10**** ————— **707 23 23 10***
**Serviço de Atendimento ao Consumidor/ Serviço Técnico. Custo de Chamada Local
*Serviço de Ajuda para Jogos

• **España** ————— **902 102 102** ————— **902 102 102**
Tarifa nacional Tarifa nacional

• **Россия** ————— ————— **+7 (095) 238-3632**

• **Sverige** ————— **08 587 822 25** ————— **08 587 822 25**
support@se.playstation.com support@se.playstation.com
Mån-Fre 15-21, Lör-söndag 12-15 Mån-Fre 15-21, Lör-söndag 12-15

• **Suisse/Schweiz/Svizzera** — **0848 84 00 85*** ————— **0900 55 20 55***
Tarif appel national / Nationaler Tarif / Tariffa Nazionale *(CHF 3.20 -/Minute), (CHF 3.20 -/minute), (CHF 3.20/minuto.)

• **UK** ————— **08705 99 88 77** ————— (No longer available.)
National rate. Calls may be recorded for training purposes



Where you see this symbol on any of our electrical products or packaging, it indicates that the relevant electrical product should not be disposed of as general household waste in Europe. To ensure the correct waste treatment of the product, please dispose of it in accordance with any applicable local laws or requirements for disposal of electrical equipment. In so doing, you will help to conserve natural resources and improve standards of environmental protection in treatment and disposal of electrical waste.

Please call these Customer Service Numbers only for PlayStation Hardware Support. Details of call costs apply only to PowerLine Game Help numbers. For Game Help, please call your local PowerLine number.



The first rule of Ape Club is:

**TELL EVERYONE
ABOUT APE CLUB!**

Swing on over to

WWW.APE-CLUB.COM

and sign up for news on all the
forthcoming monkey madness
for PSP™ (PlayStation®Portable)
and PlayStation®2.

www.playstation.com

SCES-53642/ANZ

 "PlayStation", "△○×□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc.  is a registered trademark of Sony Corporation. All Rights Reserved.

Ape Escape™3 ©2006 Sony Computer Entertainment Inc.

711719670667